



Welcome to the 28th Annual

Wild Thing!

Ringette Tournament

Jan 13th – 15th , 2023

Coaches Package

Tournament Coordinator

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Please read through this coach's package before you attend the tournament. We have a few changes from previous years. Please have your volunteers for box duties assigned before the games. If you have any questions or concerns, contact us as soon as possible.

Upon arrival to your first game please pick up your team bag/coach package. All Games will be posted on our website (www.leducringette.com). Final games will have teams updated once all games for that division have been played. All scores will be live updated on the website after every game as well.

****NOTE: All teams are responsible for providing labels for game sheets. ****

15-20 minutes before each game please sign the game sheet to ensure your roster is correct. Please mark Goalies (G), captains (C), assistants (A), and affiliates (AF) on Game sheets. The registration table will be across from the prize table.

****NOTE: It is the responsibility of the team to ensure that Ringette Alberta affiliated player rules are followed. ****

- **Prize Tables:** Will be located at the Leduc Recreation Complex. All draws will be made between **6-6:30pm** Saturday. Winners will be posted at 7:00 pm Saturday. Winners will be phoned to pick up prizes if they are not present.
- **Silent Auction:** Will be located at the Leduc Recreation Complex. The auction closes at **5:30pm** Saturday. Winners will be phoned to pick up prizes if they are not present.
- **Volunteers: HOME TEAM** to supply all minor officials.
 - **U12 – Open:** For each game the "Home" team must provide a timekeeper, an experienced shot clock operator, scorekeeper and 2 penalty box workers.
 - **U10 Step 3:** "Home" teams for U10 Step 3 provides a timekeeper, scorekeeper and 2 penalty box work.
 - **U10 Step 2:** "Home" teams for U10 Step 1 & 2 provides a timekeeper and scorekeeper. (As per designated schedule supplied to teams.)

- **MVP:** There will be an MVP prize after each game in round robin play. MVP awards are in your coach's box. Please pick a player from your team for MVP.
- **Medals:** All medal presentations will take place on ice after finals **as long as time permits**, please note **the coach** will be asked to announce each member of your team and hand out your medals.

TOURNAMENT RULES

1. The Official rules of Ringette Canada will apply.
2. In case of conflict in uniform colors, the visiting team will be required to change uniforms.
3. There will be a three-minute warm up and two-minute break between halves.
4. When reference is made to the Home Team, it will be the first team listed on the schedule. In playoff and medal games; the higher place team shall be HOME.
5. Teams must declare goaltender(s), captains, alternate captains, overage players, affiliate players on the game sheet by indicating "G", "C", "AC", "OP", and "AF". Teams will indicate the back-up goalie(s) on the game sheet "BG". There will be no time-outs permitted to warm-up the relief goalie except in the case of an injury to the starting goalie in which case Ringette Canada Official Rules will be followed.
6. Game length is outlined in Tournament Format, following requirements of Ringette Alberta.
7. Good sportsmanship will be stressed throughout the tournament.
8. Any TEAM accumulating MORE THAN thirty (30) penalty minutes in any ONE GAME, shall see the head coach or acting coach from that game suspended for their next tournament game. No grievances will be accepted.
9. At the end of each game, teams will line up on their respective blue lines, and then proceed to shake hands or tap gloves (do not remove gloves) at center ice.
10. Game scores will be displayed on the time clock, posted in arenas, and recorded for tie breaking procedures with a maximum seven (7) goal difference.
11. **Teams must be ready to go on the ice ten (10) minutes before game time.** Teams not iced within two (2) minutes of the referee's whistle being blown to start the game will forfeit the game. However, the game will be played as an exhibition.
12. Score sheets are to be picked up at the control desk of the Arena. They are to be completed and signed by the coach at least fifteen (15) minutes before game time and returned to the control desk.
13. All referee decisions are final. There will be no appeals or discussions of appeals.
14. With five (5) minutes left in the allocated game slot, the game clock will be reset to two (2) minutes when necessary
15. All teams and players must be from one (1) team and registered with their respective Provincial Governing Body. Teams must be registered in the same division (or higher) as indicated on their Provincial Registration Form. Prior to playing their first game, all coaches/team representative(s) will be required to verify their roster by providing their Provincial Registration Form and picking up their coaches' package. Location TBA. Disqualification could result if tournament rules are not adhered to.
16. No overage or affiliate players will be permitted unless the player's registration has been accepted by their respective Provincial Governing Body and are registered with the team in which they are playing. If a team is using overage player(s) and an overage player is playing forward or center position, and is dominating the game, the referee, at their discretion, can have that player moved to the defense position. All referee decisions are final.
17. All overage and/or affiliate players are capped at three (3) goals.

18. U10 players are capped at three (3) goals.
19. Referees may do a general check of sticks and equipment prior to the beginning of each game.
20. Unacceptable behavior (profanity, temper-tantrums, or verbal abuse of officials, etc.) will result in (at minimum) an unsportsmanlike penalty. A second offense in the same game by the same player will result in, (at minimum) misconduct.
21. A MATCH penalty will automatically result in suspension from all subsequent tournament games.

GREIVANCES

1. Any team wishing to file a protest may do so by submitting their request in writing, along with \$200, to the Tournament Committee. Notification of a protest must be received within one (1) hour of the incident occurring to enable enough time to deal with the protest.
2. A grievance committee will meet to deal with any protests received. No game protests involving referee judgement will be accepted. **THE REFEREE'S DECISION SHALL BE FINAL.**
 - a. If the protest is upheld, the \$200 will be refunded.

Round Robin Team Standing Rules

1. Teams will be awarded points:
 - (20) points for a win
 - (10) points for a tie,
2. Loss by:
 - 5 goals (or less): 6 Points
 - 6 goals (or less): 3 Points
3. Forfeit:
 - 0 Points

At the completion of round robin play, teams will be ranked per the total points in all games played.

TOURNAMENT GAME TIE BREAKING PROCEDURE

1. Round robin games shall end in a tie with points awarded as indicated.
2. In a **Final Game** if the game is tied at the end of the second half the teams will immediately play a five (5) minute stop time Sudden Victory period (the first team to score will be declared the winner) Possession of the ring will be determined by a toss of a coin.
3. If no goals are scored in the overtime period, there will be a 5 player shoot out.

NOTE: Penalties assessed in regulation shall carry over to the next period.

Each team is entitled to one (1) thirty (30) second time out per regulation game and one (1) additional thirty (30) second time out in overtime.

TEAM STANDINGS TIE BREAKING PROCEDURE

When two or more teams have an equal number of points after round robin play, the teams will be ranked per the following rules:

1. The winner of more game(s) between each other during the round robin will be declared the highest position.
2. If still tied, teams shall be ranked according to the difference between goals for and against in games between the tied teams in round robin play. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.

3. If still tied, teams shall be ranked according to the least goals against in games between the tied teams in round robin play. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
4. If still tied, teams shall be ranked according to the difference between goals for and against in all games played in the round robin. The team with the highest positive difference shall be ranked highest, the team with the second highest positive difference shall be ranked next, the team with the third highest positive difference shall be ranked next, etc.
5. If still tied, teams shall be ranked according to the least goals against in all games played in the round robin. The team with the least goals against shall be declared the highest position, the team with the second least goals against shall be next, the team with the third least goals against shall be next, etc.
6. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for games between the tied teams in round robin play. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
7. If still tied, teams shall be ranked according to the highest ratio of goals for divided by the sum of goals for plus goals against for all games played in the round robin. The team with the highest ratio shall be ranked highest, the team with the second highest ratio shall be ranked next, the team with the third highest ratio shall be ranked next, etc.
8. If still tied, teams shall be ranked according to the least total penalty minutes for all games played in the round robin. The team with the least penalty minutes shall be declared the highest position, the team with the second least penalty minutes shall be next, the team with the third least penalty minutes shall be next, etc.
9. If still tied, teams shall be ranked according to the time required to score their first goal for all games played in the round robin. The team scoring the earliest goal shall be ranked highest, the team scoring the second earliest goal shall be ranked next, the team scoring the third earliest goal shall be ranked next, etc.
10. If still tied, teams shall be ranked by a coin toss.

NOTE: Each step of the tie breaking rules shall apply to all teams involved in the tie. If there are more than two teams tied, revert to 1 after one team's ranking has been declared.

TOURNAMENT FORMAT

Step 2

- 3 Teams in the division
- Guaranteed 3 games
- 3 on 3 ½ Ice Format
- 2 halves of 27 minutes w/ 90 seconds buzzer

U12-C

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 18-minute stop-time

U12-B

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 18-minute stop-time

U12-A

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 18-minute stop-time

U14-C

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 18-minute stop-time

U14-B

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 18-minute stop-time

U14-A

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 18-minute stop-time

U14-AA

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 20-minute stop-time

U16-B

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 20-minute stop-time

U19-A

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 20-minute stop-time

Open-C

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 20-minute stop-time

Open-B

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 20-minute stop-time

Open-B

- 4 Teams in the division
- Guaranteed 4 games
- 2 halves of 20-minute stop-time